

(12) INTERNATIONAL APPLICATION PUBLISHED UNDER THE PATENT COOPERATION TREATY (PCT)

543072

(19) World Intellectual Property Organization International Bureau



(43) International Publication Date
5 August 2004 (05.08.2004)

PCT

(10) International Publication Number
WO 2004/064959 A1

(51) International Patent Classification⁷: A63F 13/00, G07F 17/34 (74) Agent: GRIFFITH HACK; Level 10, 167 Eagle Street, Brisbane, QLD 4000 (AU).

(21) International Application Number: PCT/AU2004/000042

(22) International Filing Date: 13 January 2004 (13.01.2004)

(25) Filing Language: English

(26) Publication Language: English

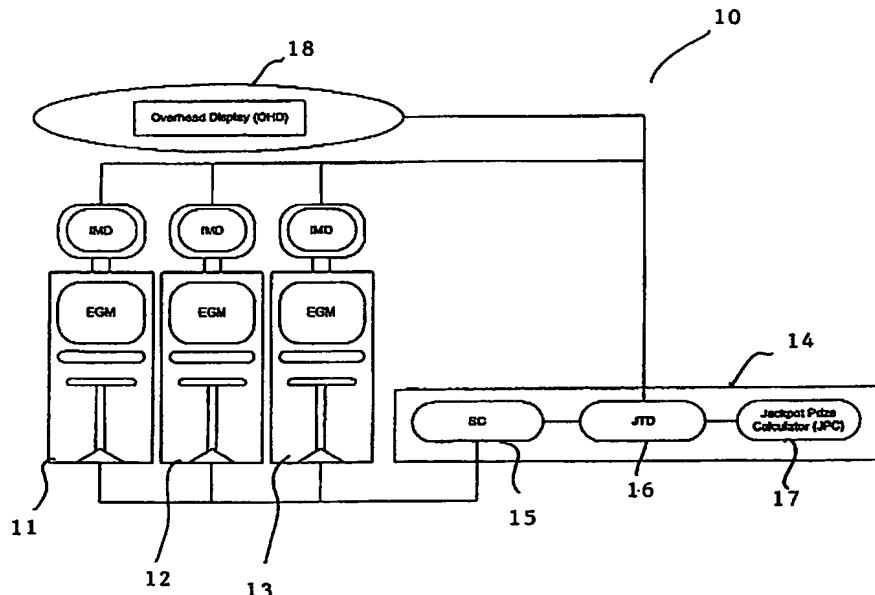
(30) Priority Data:
2003900318 24 January 2003 (24.01.2003) AU
2003901740 11 April 2003 (11.04.2003) AU

(81) Designated States (unless otherwise indicated, for every kind of national protection available): AE, AG, AL, AM, AT, AU, AZ, BA, BB, BG, BR, BW, BY, BZ, CA, CH, CN, CO, CR, CU, CZ, DE, DK, DM, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, HR, HU, ID, IL, IN, IS, JP, KE, KG, KP, KR, KZ, LC, LK, LR, LS, LT, LU, LV, MA, MD, MG, MK, MN, MW, MX, MZ, NA, NI, NO, NZ, OM, PG, PH, PL, PT, RO, RU, SC, SD, SE, SG, SK, SL, SY, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, YU, ZA, ZM, ZW.

(84) Designated States (unless otherwise indicated, for every kind of regional protection available): ARIPO (BW, GH, GM, KE, LS, MW, MZ, SD, SL, SZ, TZ, UG, ZM, ZW), Eurasian (AM, AZ, BY, KG, KZ, MD, RU, TJ, TM), European (AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HU, IE, IT, LU, MC, NL, PT, RO, SE, SI, SK, TR), OAPI (BF, BJ, CR, CG, CI, CM, GA, GN, GQ, GW, ML, MR, NE, SN, TD, TG).

[Continued on next page]

(54) Title: GAMING SYSTEMS



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(57) Abstract: A method of awarding a prize in a gaming system including a plurality of game consoles (11, 12, 13) comprising the steps of providing a trigger value derived from a random variable having a non-uniform distribution, periodically receiving count data from each game console, being data representing at least one parameter of a game console, calculating a total value representing the total count data received, comparing the total value with the trigger value, transmitting a prize instruction signal to an output means if the total value has a predetermined relationship with the trigger value, whereby the prize instruction signal results in at least one game console issuing a prize.



Published:

— *with international search report*

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